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Deus Ex's fix



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The Code

So, going through the source to HP2, I found the one reason why the game speeds up. In the level tick function, this code is run:

```
// Clamp time between 200 fps and 10 fps.  
DeltaSeconds = Clamp(DeltaSeconds,0.005f,0.10f);
```

This one line of code tries to clamp the game between 10 and 200fps, but the problem is: that doesn't limit the FPS, that just limits the calculated delta between frames. What that happens instead, a value for above 200FPS is passed in and this code forces it to act as 200FPS. Removing the line, of course, fixes the issue and the game runs happily well up to 1000FPS.

Deus Ex's fix

Now you may say: "how does this pertain to Deus Ex?" Well, this exact code shows up in Deus Ex as well!

Posted Apr 4, 2020 @ 5:21

Overview Dec 8, 2020 @ 10:15am

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loc_103A54A8:

D9 45 0C fld [ebp+arg_4]

D8 1D CC AD 42 10 fcomp ds:flt_1042ADCC

C7 45 FC 00 00 00+mov [ebp+var_4], 0

DF E0 fnstsw ax

F6 C4 01 test ah, 1

74 09 jz short loc_103A54C8

loc_103A54C8:

D9 45 0C fld [ebp+arg_4]

D8 1D E4 F5 42 10 fcomp ds:flt_1042F5E4

DF E0 fnstsw ax

F6 C4 01 test ah, 1

75 07 jnz short loc_103A54DF

C7 45 0C 0A D7 A3+mov [ebp+arg_4], 3BA3D70Ah

EB 17 jmp short loc_103A54DF

C7 45 0C CD CC CC+mov [ebp+arg_4], 3ECCCCCDh

```
if ( DeltaSeconds >= 0.0049999999 )
{
    if ( DeltaSeconds >= 0.40000001 )
        DeltaSeconds = 0.40000001;
}
else
{
    DeltaSeconds = 0.0049999999;
}
if ( GTimestamp )
    v23 = __rdtsc();
else
    *(float *)&v23 = DeltaSeconds;
```

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The Actual Fix

Now here's how to fix it in Deus Ex. You will need a hex editor like hxD.

Find "0AD7A33B" in hex forward, it'll look something like this:

0012ADC0	66 66 66 66 66 66 E6 3F 00 00 00 00 0A D7 A3 3B	ffffffæ?....[.x&]
0012ADD0	54 00 65 00 73 00 74 00 4D 00 6F 00 76 00 65 00	T.e.s.t.M.o.v.e.
0012ADE0	4C 00 6F 00 63 00 61 00 74 00 69 00 6F 00 6E 00	L.o.c.a.t.i.o.n.
0012ADF0	00 00 00 00 00 00 00 00 00 00 FC 7F 46 00 00 80 C6	ü.F.€E
0012AE00	00 FE FF 46 00 00 00 C7 46 00 53 00 6F 00 75 00	.pÿF...ÇF.S.o.u.
0012AE10	6E 00 64 00 44 00 61 00 74 00 61 00 3A 00 3A 00	n.d.D.a.t.a:...
0012AE20	4C 00 6F 00 61 00 64 00 00 00 00 00 30 00 00 00	L.o.a.d.....0...
0012AE30	31 00 00 00 63 00 61 00 6C 00 6C 00 69 00 6E 00	l...c.a.l.l.i.n.
0012AE40	67 00 47 00 65 00 74 00 50 00 65 00 72 00 69 00	g.G.e.t.P.e.r.i.

Note the highlighted sections: this is to guide you to the correct section, there is multiple instances of this value and this is the correct one. Set it to 00 00 00 00

Next, find "CDCCCC3E" in hex forward, it'll look like this:

0012F5E0	00 00 00 00 CD CC CC 3E 66 66 66 66 66 66 EE 3F	[i]>ffffffi?
0012F5F0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 49 40	I@
0012F600	00 00 00 00 55 00 4D 00 65 00 73 00 68 00 3A 00	U.M.e.s.h..
0012F610	3A 00 55 00 4D 00 65 00 73 00 68 00 00 00 00 00	:.U.M.e.s.h....
0012F620	55 00 4D 00 65 00 73 00 68 00 00 00 00 00 00 00	U.M.e.s.h....

Also note the highlighted parts, as this helps mark where the value is.
Change it to "FF FF 7F 7F."

And now save. Now, if you use the DX10 render device, open DeusEx.ini and find "[D3D10Drv.D3D10RenderDevice]"

Type "FPSLimit=0" under the header. Save and you should have a unlocked game. If you use DeusEXE, then go to configure and set the FPS limit to 0.

Now you have a game that will work fine uncapped!

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Baba O'riley Gaming [author] Jun 23 @ 2:59pm
Huh, guess they changed the variable names. I haven't used the DX9 driver for DX, so I just assumed it was the same as the UT one.



Scary Monsters Jun 23 @ 7:50am
For D3D9 VSync is "Swap Interval" and it needs to be set to 0 (default is -1).



Baba O'riley Gaming [author] Jun 22 @ 4:29pm
If they lock the FPS, then just remove the setting for it, or disable vsync in their settings.

The directx 9 renderer (and maybe opengl? Never used it tbh) setting is called "FrameRateLimit" under [D3D9Drv.D3D9RenderDevice]

Set it to 0.

For DX9, the VSync setting is just "VSync", setting to false disables vsync



Scary Monsters Jun 21 @ 4:23am
Is there a way to get this working with other renderers?



Baba O'riley Gaming [author] Dec 8, 2020 @ 10:15pm
Alright, I fixed that



Baba O'riley Gaming [author] Dec 8, 2020 @ 10:14pm
Don't know how I missed that lmao.



geosmina Dec 8, 2020 @ 9:52pm
A correction, for the second search, it is " C(D) CC CC 3E "

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